

GAME BOY ADVANCE

AGB-BCYE-USA

Backyard

BASEBALL<sup>TM</sup>

Featuring Pros as Kids! 2006



ALEX RODRIGUEZ  
"A-Rod"



INSTRUCTION BOOKLET



ATARI

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

## **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE AND NINTENDO DS™ VIDEO GAME SYSTEMS.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.**



LICENSED BY



### **Important Legal Information**

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**Rev-D (L)**

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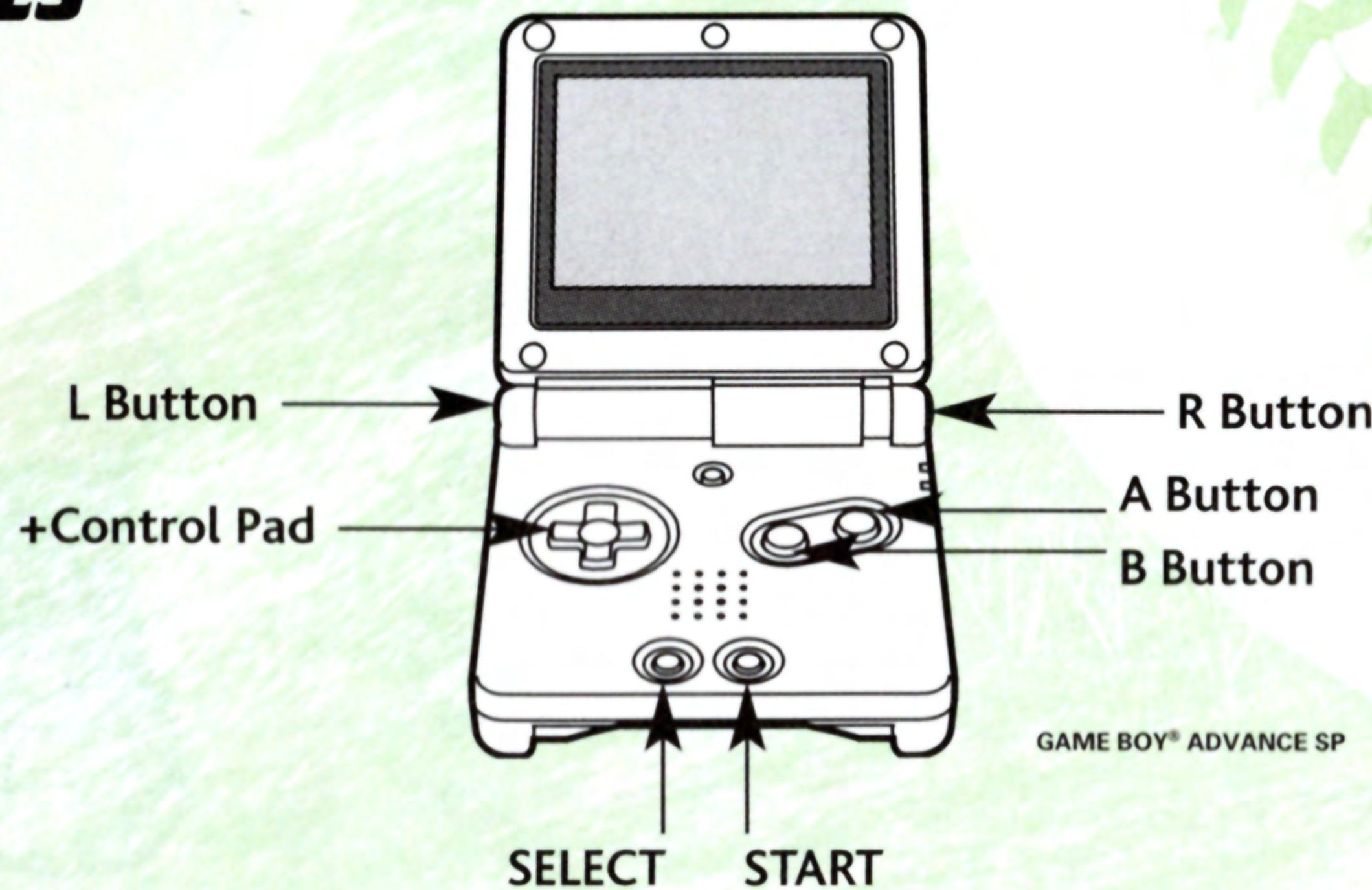
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# GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
2. Insert the *Backyard Baseball™ 2006* Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
4. When the title screen appears, press **START** to proceed to the Main Menu.

## CONTROLS



## **Menu Controls**

CONTROL	ACTION
+Control Pad	Highlight menu choices
A Button	Accept / Next
B Button	Back
R Button	Context sensitive
L Button	Context sensitive
START	Jump to game
SELECT	Change player sorting category (Pick Player Menu)

## **PLAY BALL!**

Play ball with Major League Baseball® kid pros! Kid versions of today's hottest all-stars join the Backyard Kids for hardball action that you can take anywhere. Pick your favorite kids for your team, and then control every wacky pitch, clutch hit and sprint for home. With a roster including Alex "A-Rod" Rodriguez, secret bonus pros to unlock and amazing power-ups, you can play big-league ball right in your own backyard.

# MAIN MENU

From the Main Menu, you can select from the following:

- **PICK-UP GAME**
- **SEASON PLAY**
- **MINI GAMES**
- **LINK PLAY**
- **OPTIONS**
- **EXTRAS**



## GAMEPLAY MODES

### **Pick-up Game**

Select PICK-UP GAME from the Main Menu to play a single game. You can choose gameplay rules, select teams and a field, pick players and set your team strategy. **Note:** When choosing gameplay rules, you can turn the Pitch Locator ON / OFF (shows where a pitch will cross home plate).

### **Quick Start**

Just press **START** if you want to jump right into a game with a pre-selected team, team name and opponent.

## ***Season Play***

Select SEASON PLAY from the Main Menu to play through an entire Backyard Baseball season. You can sign in as the coach, choose a home field, set the game options, pick your team and pick your players. Your game, team and player statistics are tracked as you advance through the season (see "Team Info" on page 21). The winner advances to the Backyard Baseball playoffs!

## ***Saving & Loading***

When you quit a season game, you are asked to save. Your season and any custom rookie players (see below) will be saved from that point in the game under your coach name. Saving also occurs when you unlock goodies such as fields and players. When starting a game in Season Play, select LOAD to load a previously saved season.

## ***Creating Custom Rookies***

To create your own custom rookie player, select an empty player slot on the Pick Player screen (any player slot showing a "?" icon). Create a name for your rookie, and then customize him or her by choosing their hair style, body type, nickname, theme song and more. To finish your rookie, distribute the skill points (20 points if the "Take Turns" Draft Style is chosen, or 15 points if the "Me First" Draft Style is chosen) across the following abilities: batting power, batting contact, pitching, running and defense. Once you create a rookie, you can pick him or her for your team.

## ***Certificates***

Certificates are awarded to players and teams that perform specific feats such as hitting a grand slam, pitching a shut-out, earning the game MVP title and more. Certificates unlock goodies such as pro players and special players. Also, as your custom rookie earns certificates, you receive skill points which can be used to improve their abilities.

## **Mini Games**

Select MINI GAMES from the Main Menu to play the Home Run Derby™ and Fielders' Challenge games.

### ***Home Run Derby™ (1-8 Players)***

Home Run Derby™ is an exciting contest between batters to determine the top power hitter. You can play a single-player game, or up to eight players can take turns in a Hot Seat game sharing the same Game Boy Advance. You can choose from scoring based on most home runs, total distance or longest home run. Each round of play uses either a pitch limit or an out limit.

### ***Fielders' Challenge (1 Player)***

The goal of Fielders' Challenge is to score 40 points before the other team scores three points.

#### ***Basic Scoring***

You will receive one point for getting an out on a runner advancing toward first base, two points for getting an out on a runner advancing toward second base, three points for getting an out on a runner advancing toward third base and four points for getting an out on a runner advancing toward home plate. You will always receive one point when you catch a fly ball for an out.

#### ***Scoring Multiplier***

If you make two, three or four outs in a single play, your points will be multiplied accordingly by 2, 3 or 4. For example, getting a double play by making outs at second base and third base scores  $(2 + 3) \times 2$  for 10 points.

## **Link Play (2 Players)**

*Backyard Baseball™ 2006* offers a multiplayer mode for two players. Two *Backyard Baseball™ 2006* Game Paks, two Game Boy Advance systems and a Game Boy® Advance Game Link® Cable are required for multiplayer linked games. **Note:** The Game Boy Advance system connected to the purple connector on the Game Link Cable is Player 1 and controls the game settings. Link play is not supported on the Nintendo DS™ system.

### **Connecting Game Boy Advance Systems**

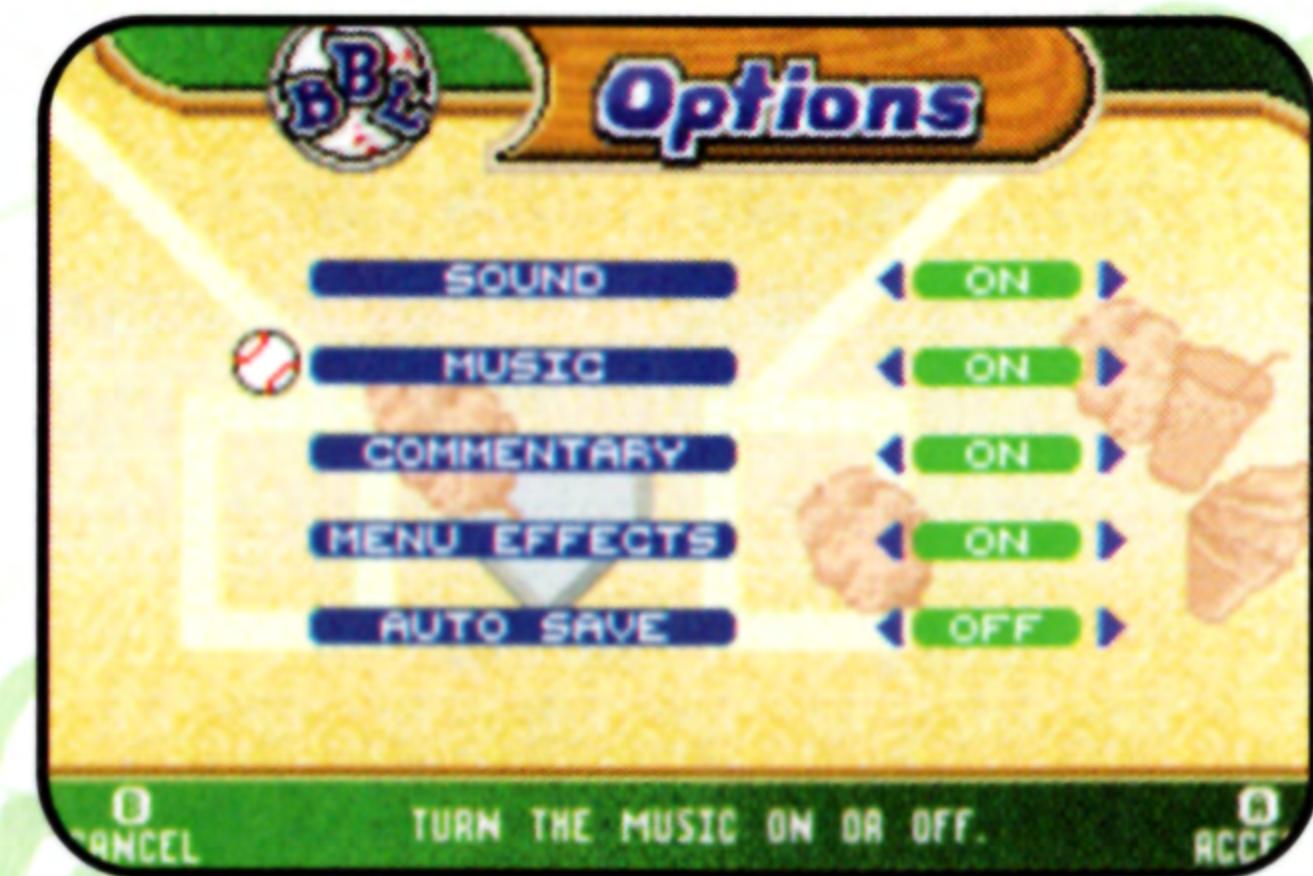
- Before connecting the Game Link Cable, all Game Boy Advance systems must be switched OFF.
- Connect the Game Link Cable to each of the systems.
- Insert a *Backyard Baseball™ 2006* Game Pak into each system and switch the systems ON.
- From the Main Menu, both players must select the LINK PLAY option. Select PICK-UP GAME to play regular baseball against your opponent, or choose HOME RUN DERBY™ to challenge your friends to a home run-hitting contest.

### **Trade a Custom Rookie**

Select TRADE A CUSTOM ROOKIE to trade custom players with a friend on another Game Boy Advance. Once both your custom player selection and your opponent's selection are displayed, both players must press the **A Button** to confirm the trade. As needed, you can press the **B Button** to cancel the trade and return to the Trading screen.

## OPTIONS

Select OPTIONS from the Main Menu to turn the Sound, Music, Commentary, Autosave (Season Play) and Menu Effects settings ON / OFF.



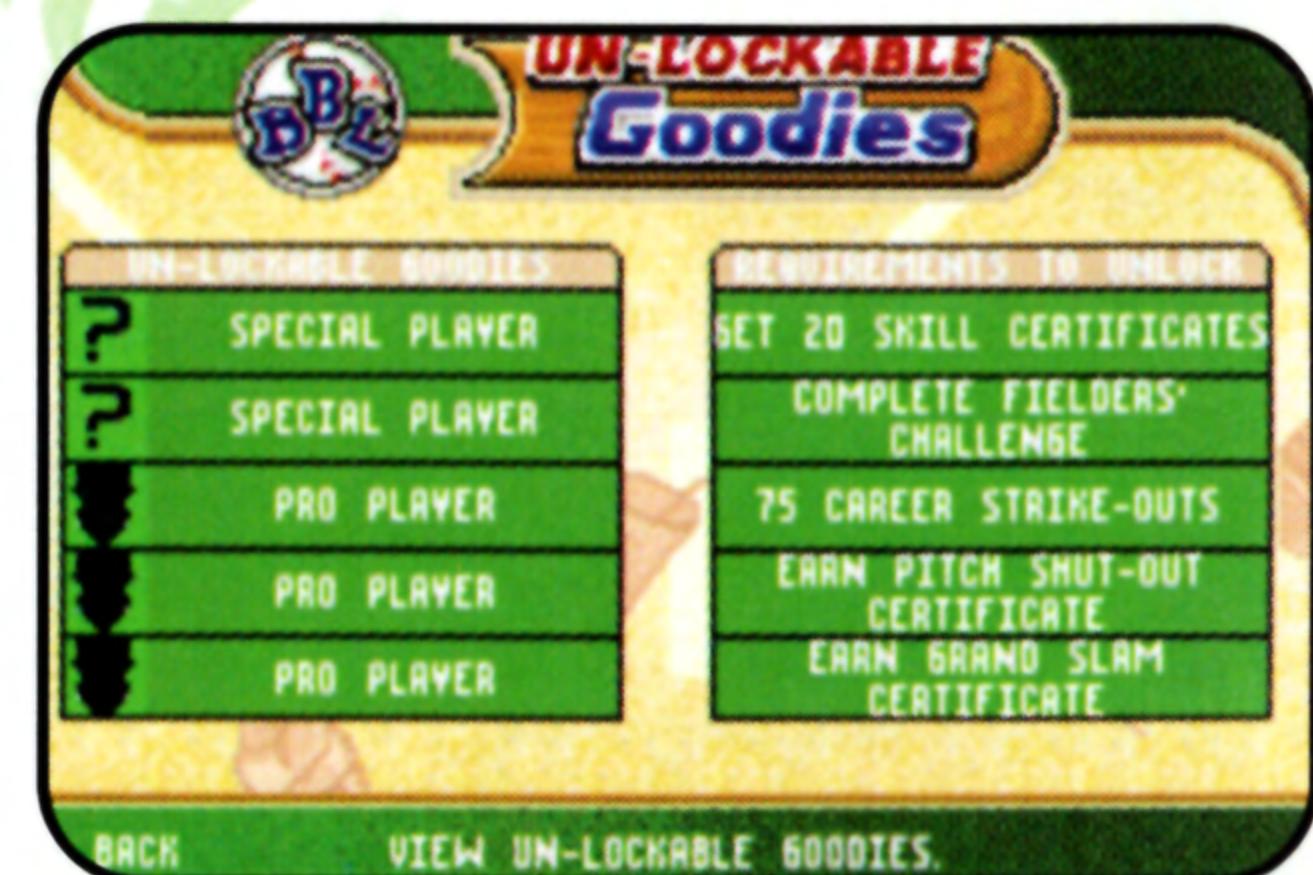
## EXTRAS

Select EXTRAS from the Main Menu to display the player cards, BBL Championship trophies and game credits. You can also view information about how to unlock players and new playing fields in the Unlockable Goodies section.

### ***Adding Unlocked Players to Your Team (Season Play)***

When you unlock a pro or special player, you can add that player to your team. At the Team Dugout screen, select STRATEGY and then select ADD/DROP PLAYERS. Choose the player you want to add to your roster and then choose the player you want to drop.

**Note:** A dropped custom rookie will no longer be available during your current season. You can still use that rookie if you start a new season, compete in Home Run Derby™ or play Pick-up games.



# PITCHING

Choose your pitch from the icons on the right side of the screen. Watch the Pitch Juice Box in the upper-right corner of the screen to see your pitcher's current stamina. **Note:** The Pitch Juice Box does not appear in "Rookie" difficulty mode.

Your pitcher can earn special pitching power-ups based on his or her performance during the inning (see pages 16-17).



## *Pitching Controls*

CONTROL	ACTION
+Control Pad	Highlight pitch types Position pitch (before throwing pitch)
A Button	Select pitch type Throw pitch
B Button	Cancel pitch selection
R Button	Change Defense – Outfield
L Button	Change Defense – Infield
R Button and +Control Pad	Pick-off attempt (before throwing pitch)
START	Pause Menu
SELECT	Turn Pitch Indicator ON / OFF

# **FIELDING**

When the ball is in play, you control the fielder closest to the ball (shown by the diamond-shaped icon) with the **+Control Pad**.

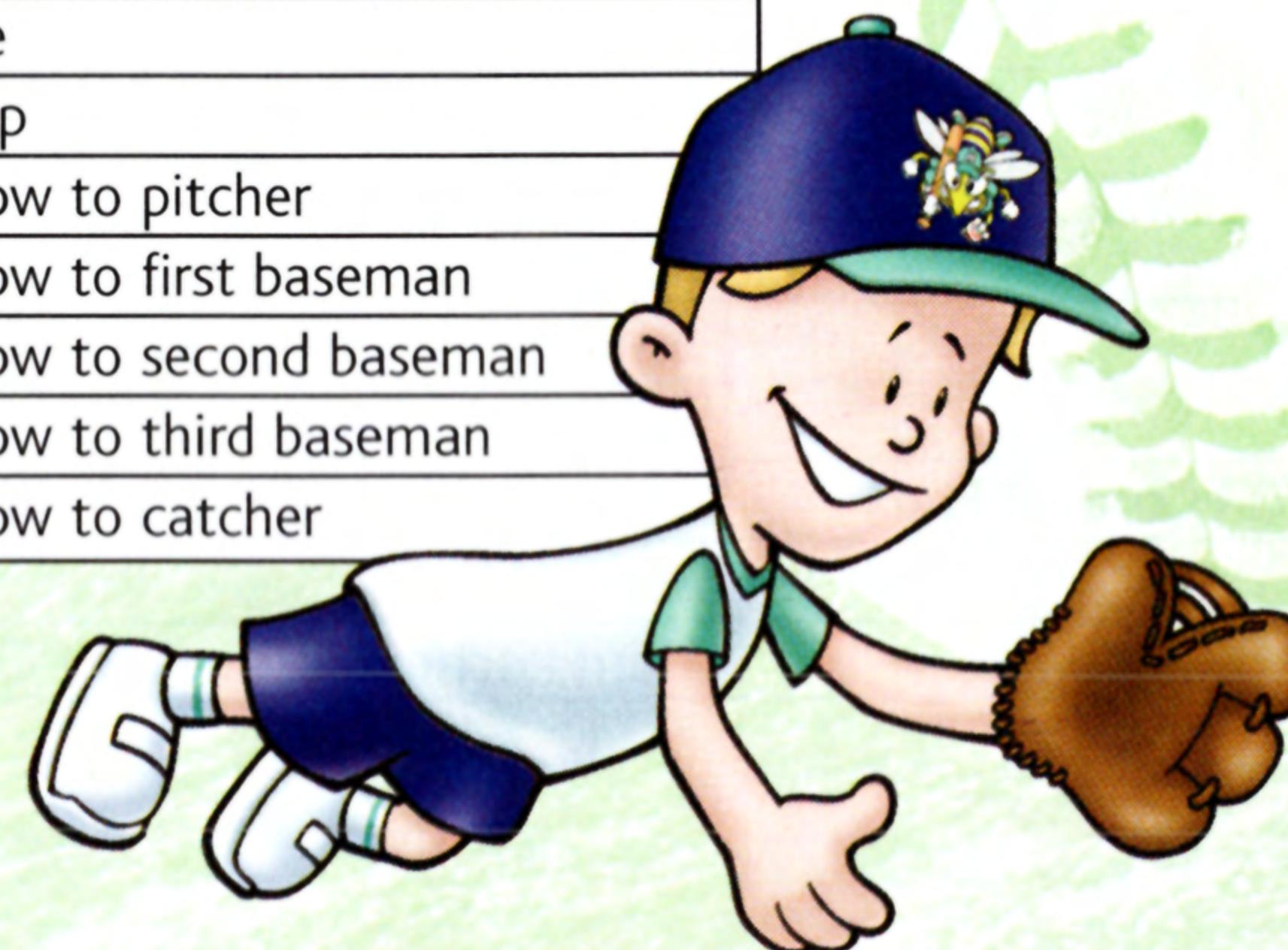
Press the **B Button** to select the next fielder closest to the ball.

Press the **A Button** and the **+Control Pad** at the same time to throw to a base or home plate.



## ***Fielding Controls***

CONTROL	ACTION
<b>+Control Pad</b>	Move your fielder
<b>B Button</b>	Select fielder closest to the ball
<b>+Control Pad</b> and <b>R Button</b>	Dive
<b>L Button</b>	Jump
<b>A Button</b>	Throw to pitcher
<b>+Control Pad</b> <b>►</b> and <b>A Button</b>	Throw to first baseman
<b>+Control Pad</b> <b>▲</b> and <b>A Button</b>	Throw to second baseman
<b>+Control Pad</b> <b>◀</b> and <b>A Button</b>	Throw to third baseman
<b>+Control Pad</b> <b>▼</b> and <b>A Button</b>	Throw to catcher



# BATTING

Choose your type of hit from the icons on the right side of the screen. Press the **+Control Pad** **◀** to open your batter's stance. Press the **+Control Pad** **▶** to close your batter's stance.

The Scouting Report that slides in from the side of the screen shows the player's name, picture and the type of day he or she is having: blue = bad, green = normal, orange = good. The Minimap shows your runners and the HUD (Heads-Up Display) shows the Strike, Ball and Out counts.

Your batters can earn special batting power-ups during the inning (see pages 18-19).



## Batting Controls

CONTROL	ACTION
<b>+Control Pad</b>	Highlight hit types Adjust batting stance (press <b>◀</b> and <b>▶</b> )
<b>A Button</b>	Select hit type Swing
<b>B Button</b>	Cancel hit selection
<b>R Button</b> and <b>+Control Pad</b>	Steal base for selected runner (press again to cancel)
<b>L Button</b> and <b>+Control Pad</b>	Lead off (press again to cancel)
<b>START</b>	Pause Menu (before play begins)
<b>SELECT</b>	Turn Pitch Indicator ON / OFF

# BASERUNNING

Press the **+Control Pad** and **A Button** to advance your baserunners to the next base (use the **+Control Pad** to select a base). Press the **B Button** to send baserunners back to the previous base.



## Baserunning Controls

CONTROL	ACTION
<b>+Control Pad</b> and <b>R Button</b>	Slide into base
<b>+Control Pad</b> <b>▲</b> and <b>A Button</b>	Advance runner to second base
<b>+Control Pad</b> <b>◀</b> and <b>A Button</b>	Advance runner to third base
<b>+Control Pad</b> <b>▼</b> and <b>A Button</b>	Advance runner to home plate
<b>+Control Pad</b> <b>▶</b> and <b>B Button</b>	Return runner to first base
<b>+Control Pad</b> <b>▲</b> and <b>B Button</b>	Return runner to second base
<b>+Control Pad</b> <b>◀</b> and <b>B Button</b>	Return runner to third base

# PAUSE MENU

Press **START** (before the windup of the pitch, or after a play is complete) to pause the game and display the Pause Menu. From the Pause Menu, you can select from the following:

## ***Return to Game***

Continue playing the game.



## ***Change Game Rules***

Adjust the Difficulty setting and turn the Power-ups, Pitch Locator, Stamina and Errors settings ON / OFF. **Note:** In Link Play mode, Player 1 changes game rules settings.

## ***Strategy***

Check out your team's batting order and change your fielding positions.

## ***Exit to Team Dugout (Season Play)***

Quit the current game and return to the Team Dugout. You will be asked to save the game when you exit.

## ***Exit to Main Menu***

Quit the current game and return to the Main Menu. You will be asked to save the game when you exit.

# **POWER-UPS**

## **How to Earn Power Pitches**

<b>ACTION</b>	<b>WHAT YOU EARN</b>
Throw out a stealing runner or pick off a baserunner	1 Super Power Pitch
Make the batter swing and miss with a Power Bat	1 Power Pitch
Make the batter swing and miss with a Super Power Bat	1 Super Power Pitch
Strike out a batter who is using a normal bat	1 Power Pitch
Strike out a batter who is using a Power Bat	2 Power Pitches or 1 Super Power Pitch
Strike out a batter who is using a Super Power Bat	2 Super Power Pitches
Strike out the side (all three outs in one inning)	1 Super Power Pitch



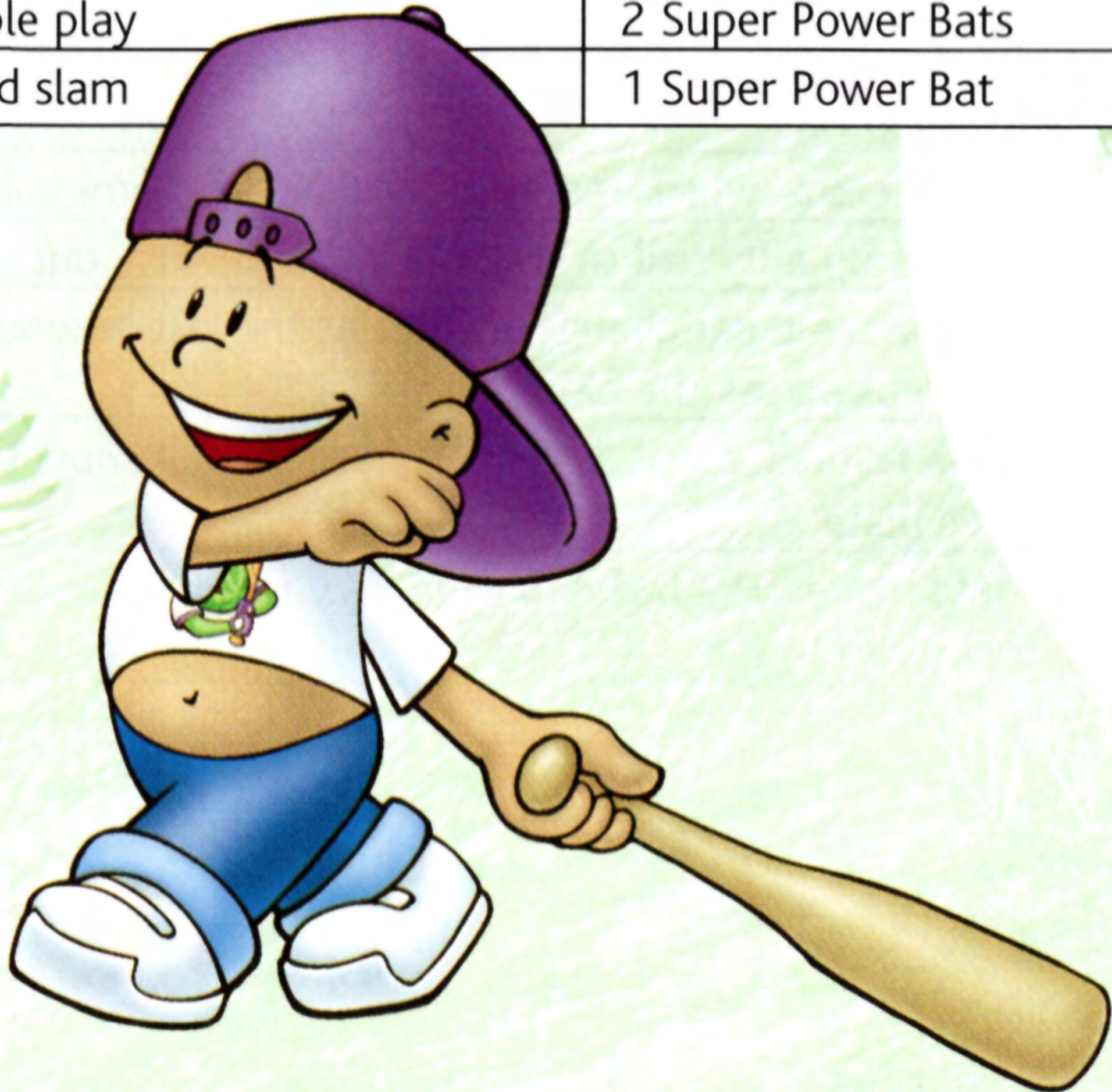
## **Power Pitches List**

<b>POWER UP</b>	<b>WHAT IT DOES</b>
<b>Split Ball</b>	The ball splits in two, leaving the batter to guess which one to hit
<b>Crazy-Pitch</b>	The ball goes all over the place, making it hard to predict when or where to swing
<b>The Fang</b>	Looks like a normal change-up, but at the last second, this pitch flies straight into the ground
<b>Juice Box</b>	Fills the pitcher's Juice Box, which represents his or her stamina level
<b>Rainbow Pop-Up*</b>	Makes the batter pop up a fly ball to the infield for an easy out
<b>Slo-Motion*</b>	The ball comes in like a regular change-up, but at the last second, it slows down and creeps across the plate
<b>The Freezer*</b>	The ball looks like a fastball, but it stops and freezes for a short time just before crossing the plate
<b>Fireball*</b>	This is the ultimate heater. The ball comes in very fast with a flaming trail on it. Almost impossible to hit

\* Super Power Pitch

## **How to Earn Power Bats**

<b>ACTION</b>	<b>WHAT YOU EARN</b>
Hit a Power Pitch	2 Power Bats or 1 Super Power Bat
Hit a Super Power Pitch	2 Super Power Bats
Make a diving catch	1 Power Bat
Turn a double play	2 Power Bats or 1 Super Power Bat
Turn a triple play	2 Super Power Bats
Hit a grand slam	1 Super Power Bat



## Power Bats List

POWER UP	WHAT IT DOES
<b>Geyser Hit</b>	The ball goes underground after being hit. It will travel underground and reappear with a full burst of water coming up onto the playing field
<b>Butter Fingers</b>	When the ball is hit, it leaves a trail of butter splats on the ground while the fielders fumble with it. After three touches, they are then able to pick it up
<b>Sonic Boom</b>	The fielders are struck down with the pulse of the sonic boom shockwaves that the ball gives out as it touches the ground
<b>Jumping Bean Bunt</b>	The bunted ball bounces around like it's full of jumping beans!
<b>Rubber Ball*</b>	The ball gets pounded into the ground and imitates a rubber bouncy ball. It leaves a trail of glitter as it flies into the air
<b>Piñata Ball*</b>	The ball splits into five separate baseballs when hit, with one for each fielder. The fielders will grab fake baseballs before they go to field the real one
<b>Lightning Bat*</b>	The lightning bat gives the batter a jolt of electricity when the ball is hit. The speed of the hit is extra fast and supercharged. Any player in its way will get knocked down
<b>Aluminum Power*</b>	This is the ultimate bat. It helps knock the ball easily out of any park. It's Home Run time with the aluminum bat

\* Super Power Bats

# STATISTICS

## Player Statistics

STAT	DESCRIPTION
<b>Batting</b>	
AVG	Batting Average
AB	Number of times at bat
H	Hits
1B	Singles
2B	Doubles
3B	Triples
HR	Home Runs
RBI	Runs Batted In
R	Runs
BB	Walks
SO	Strikeouts
SB	Stolen Bases
SLG	Slugging Percentage

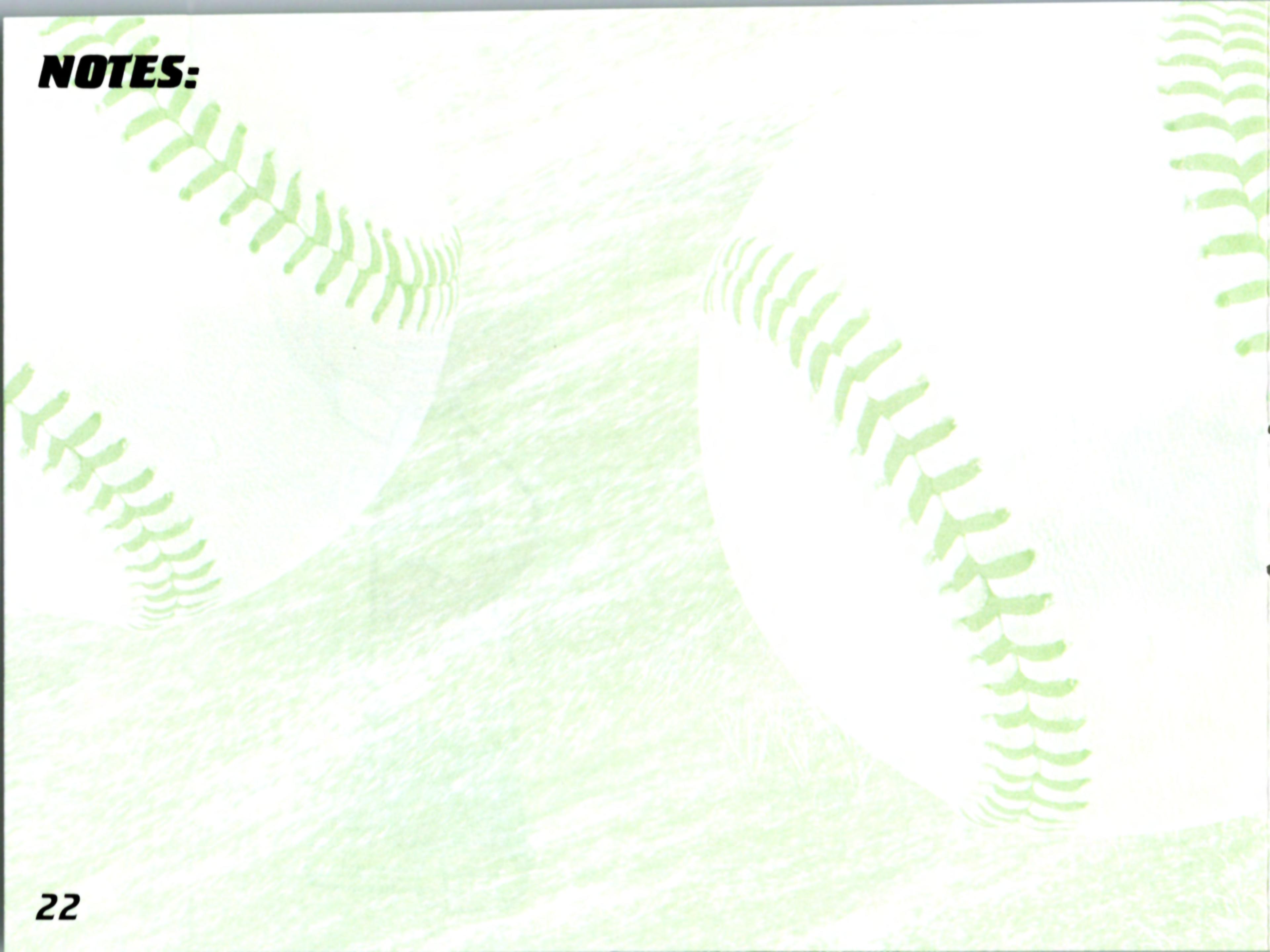
STAT	DESCRIPTION
<b>Pitching</b>	
W	Wins
L	Losses
CG	Complete Games
SHO	Shutouts
IP	Innings Pitched
H	Hits
R	Runs
HR	Home Runs
BB	Walks
SO	Strikeouts
ERA	Earned Run Average
BF	Batters Faced
PT	Pitches Thrown
B	Balls
S	Strikes
<b>Defense</b>	
E	Errors

## ***Team Info (League Standings)***

STAT	DESCRIPTION
W	Wins
L	Losses
%	Winning percentage
GB	Games back from first place



**NOTES:**



**NOTES:**



## **CREDITS**

### **Humongous Entertainment, Inc.**

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*Senior Designer*

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## **ATARI WEB SITES**

To get the most out of your new game, visit us at:

**[atari.com/kids](http://atari.com/kids)**

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

**[ataricommunity.com](http://ataricommunity.com)**

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

**[atari.com/us/tos](http://atari.com/us/tos)**

## **TECHNICAL SUPPORT (U.S. & CANADA)**

### **Help Via the Internet**

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

**[atarisupport.com](http://atarisupport.com)**

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

**Note:** In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

### **Help Via Telephone in the United States & Canada**

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time).

**Note:** We may be closed on major holidays.

## **Product Return Procedures in the United States & Canada**

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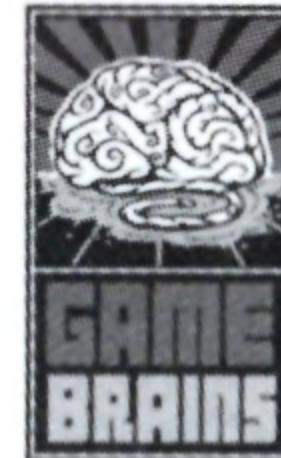
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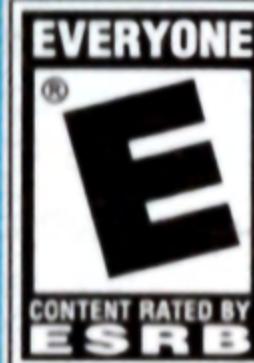
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